

MALICIOUS™ REBIRTH

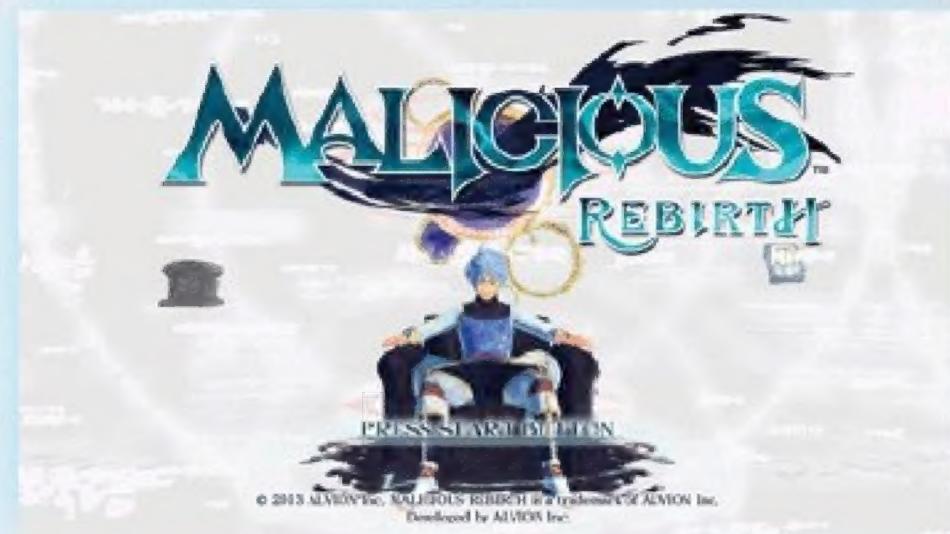
MANUAL

Game Overview

MALICIOUS™ REBIRTH is an action game in which the player inhabits a Spirit Vessel and controls the Mantle of Cinders in order to defeat the MALICIOUS, the bringer of disaster to the world.

Each scene consists of a boss fight. After defeating the boss, the player gains new powers. You can clear the scenes in any order, but the later scenes will be more difficult.

Think of your own strategy to get the abilities you need to clear each scene, and lead the world to peace!



How To Start The Game

STORY MODE

Play each scene and follow the story. You may pickup from an earlier game using save data.

ABOUT SAVE DATA

Data is saved automatically when you clear a scene or return to the title screen.

FREE MODE

In Free Mode you can play scenes freely without worrying about how many Continues you have. Free Mode is unlocked when you meet certain conditions in Story Mode.

ONLINE RANKING

When you fulfill certain conditions, you can unlock Time Attack Mode and Score Attack Mode, which are compatible with the Online Ranking. When you have selected a scene in Free Mode, you can press the **SELECT** button to change to Time Attack or Score Attack Mode.

Note: It may take time for your score to be reflected in the ranking.

BACK STORY

You can read the backstory of the Malicious.

SAVING

This game uses autosave.



Controls



ABOUT CHANGING THE MANTLE

You can change the form of the Mantle using the directional buttons (You cannot use all the forms of the Mantle when you first start the game). If you change the form in the middle of an action, with the right timing you can create a combo.
(Example: □ button, □ button, □ button, ▲ button)

ABOUT TARGETING

Press the R button twice consecutively to target the scene boss. If there are multiple scene bosses or multiple targets, press the R button twice while targeting to switch to the next target.

Actions

ATTACK

If you press the **□** button or the **△** button, you can perform an action unique to the current form of the Mantle, and damage enemies.



JUMP

Jump by pressing the **×** button. If you press the **×** button after jumping, you can jump again in mid-air. When you are moving along a wall, you can press the **×** button to leave the wall.



GUARD

You can block enemy attacks by pressing the **○** button. If you press the **○** button immediately before an attack hits, you will perform Just Guard, which has the benefit of producing Aura.



DODGE

If you tilt the left stick in any direction and simultaneously press the **○** button, you can dodge enemy attacks. You can avoid damage and continue attacking.



Aura Actions

CHAIN ATTACK

If you hold the **L** button and press the **△** button or the **□** button, you can use Aura to perform a Chain Attack. An enemy that is killed by a Chain Attack will damage nearby enemies as it disappears.



AURA RELEASE

Hold down the **X** button and the **L** button to begin Aura Release. There are 3 levels of Aura Release, with increasing bonuses to Attack and Defense, but they use up Aura at a correspondingly high rate.



REPAIRING THE VESSEL

Hold down the **O** button and the **L** button to repair the Spirit Vessel. The amount of Aura and time necessary to repair it depends on how much damage it has taken.



Game Rules

Aura

The amount of Aura the player has acquired.

Aura Release

The Spirit Vessel's rate of Aura Release is displayed.

Chain Display

Appears when you use a Chain Attack. You can continue the chain until the gauge is empty.

SCENE CLEAR CONDITIONS

You clear the scene if you reduce the boss's HP to zero before time runs out.

GAME OVER

If the Spirit Vessel is destroyed or you do not clear the scene within the time limit, you will fail the scene. If you run out of Continues, your game will end.



Enemy HP Gauge

Shows the enemy's remaining hit points.

Danger Sign

Appears when a dangerous attack is detected. If you touch the Danger Sign while it is displayed, you can target the enemy that is about to make the attack.

Target

Displayed over the enemy that is being targeted.

Counter Sign

Under certain circumstances, a Counter Sign is displayed. If you press the buttons shown, you can counter the attack.

Time Limit

Tells you how much time is remaining.

Advice

GO FOR CHAINS

Try to use Chain Attacks whenever possible. You can easily earn a lot of Aura.



USE AURA RELEASE

Aura Release increases the Spirit Vessel's attack and defense powers greatly. Maintaining a state of Aura Release is key to clearing the scenes.



REPAIR OFTEN

The amount of Aura and time needed to repair damage grow as the damage increases. Be careful not to run out of Aura when you need to repair.



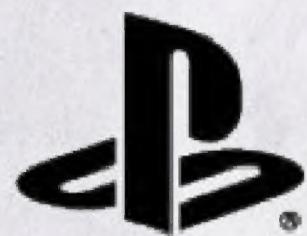
LISTEN TO THE PROPHETS

If you have any trouble, try talking to the Prophets. You might get some hints that help you advance through the game.



**For more information on this
game please visit**

www.playstation.com



PlayStation®



WARNING: PHOTOREACTIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness • eye or muscle twitches • disorientation • any involuntary movement
- altered vision • loss of awareness • seizures or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.

USE AND HANDLING OF VIDEO GAMES TO REDUCE THE LIKELIHOOD OF A SEIZURE

- Use in a well-lit area and keep as far a way as possible from the screen.
- Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

DISCLOSURE REGARDING USE OF LOCATION DATA

This game interacts with other applications that use location data (such as “near”).

To turn off location data, go to [Settings] > [Location Data].

**SCEA may retire the online portion
of this game at any time.**

CONSUMER SERVICE/TECHNICAL SUPPORT LINE

1-800-345-7669

**Call this number for technical support, installation or general questions
regarding the PS Vita system and its peripherals.**

**Representatives are available Monday – Saturday 6am – 8pm
and Sunday 7am – 6:30 pm Pacific Standard Time.**

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